

Team 10 App Detailed Requests:

We would like a game centered around cute animals. Players play as different cute animals unlocked throughout the game. Different animals have different abilities which have a recharge system. All characters can jump, move left and move right, or step down (off platform)

We would like a laundry based points system. The player will collect the laundry during the game and can spend it in a store in the main menu /home screen. Points should not be reset upon death.

- The store should have both outfits and new animals available for purchase with laundry
- Players should be able to purchase buff upgrades to their damage or abilities

The objective of the game is to clear each area (screen). Each screen contains a number of enemies which must be removed before proceeding

- Enemies can be removed either by jumping on them (if applicable), or using the animal's ability (if applicable)
- If the player dies, they may try again as a different animal, with a different look to the level, and different abilities

We would like the levels and enemies to be different (randomly generated) each playthrough and between each screen in the sidescroller

Ideally, we would like both an endless and story mode, but either one first is fine

- Endless mode would continue to increase in difficulty (more/ difficult enemies) as each area is completed
- Story mode would involve a selectable level system and preferably a boss system at the end of some levels

Functionality is more important than looks, so the implementation of the roguelike elements and area changes are more important than the game looking perfect.

That being said, the art style and the music should match, and should be cute/cuddly.

We would like a 2D sidescroller game with roguelike elements, centered around cute animals collecting laundry. After each death, the user will start over as a new animal, each of which has different special abilities. In addition, the map will be different and randomly generated each playthrough, allowing for a different experience each time. For examples of games in this style, see *Rogue Legacy* and *FTL*.

The primary goal of the game is to collect laundry which will be used to purchase powerups and unlock animals in a store in the menu. This is achieved by picking up items of clothing throughout each run. These clothing items will accumulate over time and not reset upon death.

Initially, we would like an endless mode, but ideally there will also be a story mode option added later so the player can choose between the two.

In terms of art style, we are fine with either 8-bit or hand drawn, but we request that the music and stylization be consistent with whatever is chosen. In addition, we would like the general background themes to at least somewhat correspond to the animal the user is playing with during that run.